

VIEW FROM THE TRENCHES

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PREP FIRE

This must be something of a minor miracle, an issue of *VFTT* coming out at the beginning of the month as planned! It does help to have most of the material ready for publication, and hopefully the next couple of issues will also be out on time. But as usual much depends on you lot providing me with a steady flow of material to print

See you all at **BERSERK!** in a couple of weeks I hope. And don't forget the **HEROES** tournament being run as part of the Manorcon convention – this is a general gaming convention so it is a chance to show ASL off to the unwashed masses :-). Roll low and prosper.

Double 1. My last, best hope for victory.

Pete Phillipp

COVER: "Moment of Death", a photo taken by Robert Capa during the Spanish Civil War and first published in *Life* magazine 1937.

THE ASL MAILING LIST

The ASL Mailing List is devoted to discussion of *Advanced Squad Leader*, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe send email to majordomo@multimanpublishing.com with the body of the message reading: **subscribe advanced-sl**
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The digest is mailed out whenever it has queued 100,000 characters of mailings. You may receive more (or less) than one mailing every 24 hour period. The digest is NOT sent at a certain time each day.

EMOTICONS

With the growth of the InterNet, emoticons have originated to allow people to show expressions in text. I find these very useful for the printed word in general, so you'll see plenty of them in *View From the Trenches*.

An emoticon is created with keyboard characters and read with the head tilted to the left.

Some typical emoticons are:
:-) humour or smiley
;-) winking
;-> devious smile
<=> grin
:-(sad
:-o shocked or surprised
#-(hung-over

VIEW FROM THE TRENCHES is the bi-monthly British ASL journal. All comments are welcome. Even better, contribute. Write an article. Design a scenario. Share your ASL experiences with others. *VFTT* allows you to communicate with other ASLers. Don't be a silent voice.

Issue 43 should be out at the beginning of May 2002.

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VIEW FROM

INCOMING

MMP PLAYTEST GALORE

ASL Journal 4 should contain between 12 and 16 scenarios. About half a dozen of these are carrier actions designed by Ian Daghish – Ian has also contributed an article on carriers to accompany the scenarios. There will also be some Indo-China scenarios, and some scenarios using the *Tactiques* hedge overlays, which will be reprinted in the magazine.

The next historical study, *Operation Veritable*, features the Canadian attack along “Reiley’s Road”, a road in rural Germany, in February of 1945. Most of the layout work is done, with playtesting of a couple of the scenarios being the main hold-up. Among the scenarios will be actions featuring Kangaroos, Wasps and the SturmTiger!

Charlie Kibler, designer of *Red Barricades*, has turned in the accompanying module *Red October*. When complete it will contain a map that can be linked up with the *RB* map, a CG, and seven scenarios, including one which uses both maps. A sneak preview of the latter is expected to be on show at ASLOK later this year.

Playtesting continues on *Armies of Oblivion* while the artwork for the new counters and the Chapter H notes are nearing completion. When complete *AoO* will contain maps 48, 49, 50, and 51 and several overlays, including a “river” overlay 22” long, scenarios, Chapter H rules for the Axis Minor armour and ordnance and rare vehicles for existing nations – among these will be the British Matilda Frog FT, the German RSO Tractor and the SdKfz 7 ton HT mounting an 88mm “Bunker Buster” used briefly in the 1940 Blitzkrieg.

CH AT KURSK AND INDO-CHINA

Critical Hit Vol 6 No 4 is at the printers now and will include a new historical Kursk map and a set of counters for Churchill IV tanks in Russian colours, new German and Russian aircraft, including the Henschel Hs-129 ‘tank-buster’ and the Ilyushin IL-2M, and more. There will also be 16 new scenarios, three set on the new map, four updated early CH scenarios and two new CG. Inside the magazine will be an analysis for each new scenario, complete with ‘set ups’ “to provide an opportunity for SOLO

PLAY and IMMEDIATE ACTION when time is limited (during one of those weeknight sessions)”.

Also at the printers is *Dien Bien Phu*, which covers the final battle of the First Indo-China War. *DbF* will contain a new historical map, three new 8” x 22” geomorphic maps and two overlays (a village and an airfield), as well as counters for six different types of Viet Minh infantry, Tai’ irregulars, French paratroopers, Foreign Legion leaders and more. You also receive a set of 5/8” counters for Viet Minh ordnance, 1954-era armor (including the ‘Crabe’ river-warfare amphibious AFVs, Weasels armed with MGs and RCLs). Despite being a boxed module it should retail for the same price as *Genesis ’48* and *Guerra Civil*.

HEAT OF BATTLE STRIKE NEITHER FEAR NOR HOPE

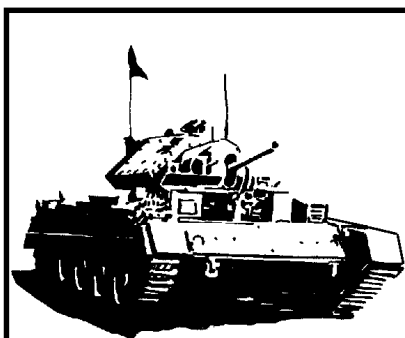
Out now from HOB is *SS-III “Neither Fear Nor Hope”*, a new scenario pack covering the actions of the 2nd SS Panzer Division “Das Reich” throughout the war. *NFNH* contains 14 scenarios, a 3 page historical commentary and special rules that apply to all the scenarios in the pack. The scenario layout is a combination of HOBs past format and SS-Bars very innovative design, while Klaus Fischer has provided new counter art. It is available for \$20.00 plus \$1.75 shipping and handling (\$2.25 outside US).

NFNH is planned to be the first of a series of scenario packs focusing on the actions of a specific unit. In the pipeline for the future are packs backed on the Combat Engineers, the US 30th Infantry Division, the Italian Ariete Armored division and others.

HOB can be contacted at Steve Dethlefsen, 525 Golf Lane, Lake Forest IL., 60045-2114, United States of America. They can be contacted by telephone at 847.604.9530. A new web site is due to be up soon.

BUNKER 14 NEARS COMPLETION

Dispatches from the Bunker 14 should ship in the first week of April. Inside will be



THIRD PARTY PRODUCERS UK AVAILABILITY

As well as editing *VFTT I* also help to distribute those third party products not generally available in the shops over here.

The prices are as follows, and are effective until the next issue of *VFTT*:

<i>Leibstandarte Pack 1</i>	£7.50
<i>Leibstandarte Pack 2</i>	£7.50
<i>WinPak 1</i>	£7.50
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O/S - Out of stock temporarily	

Add 50p per item for postage and send your payment made out to PETE PHILLIPPS to The Crusaders, 49 Lombardy Rise, Leicester, England, LE5 0FQ.

For the latest on stock availability telephone me on (0116) 212 6747 (as usual evenings when Man United are not playing are your best bet!), or email me at pete@vftt.co.uk.

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To purchase other third party products such as *Critical Hit*, *Schwerpunkt* or *Heat of Battle* contact any of the following shops.

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PLAN 9, 9 Rosemount Viaduct, Aberdeen, AB25 1NE. Telephone (01224) 624 467 or e-mail them at PLAN9@IFB.CO.UK.

If you know of other shops stocking third party *ASL* products let me know so I can include them here in future issues.

Continued on page 17, column 3



THE SCENARIOS OF GUERRA CIVIL

Part 1

Michael Davies

I had been looking forwards to the *Guerra Civil* pack for a few months. The pack is very good in my opinion, including twelve scenarios, two full board colour overlays, a rather nice castle overlay, an awful lot of counters not available elsewhere, and a sixteen page rules booklet.

The maps are very good, I found they stayed in place on top of another board during play. Before using them I left them flat under a pile of boards to flatten out the crease. The castle overlay creates a large multi-story building, which could be used as a factory in other scenarios.

The counters are nothing short of excellent. There are squads, half squads and even leaders for lots of different units within the Republican and Nationalist armies. There are also Chaplains, Commissars, *Dinamiteros*, support weapons, lots of guns and more vehicles than I expected. A nice touch is the inclusion of captured vehicles in the appropriate colours. You also receive a fine selection of aircraft with representations of individual aircraft.

The scenarios tend towards the bigger side of things, with the vast majority playable in less than two hours. Noticeable is the generally high quality of Spanish troops, decent Nationalist Leadership, and the limited use of extra concealment counters or hidden units.

Hope this doesn't read like an advert

but I think Critical Hit have done a good job on this pack, credit is also due to Juan Carlos Cebrian and Francisco Javier Cebrian for the very original design.



SCW1 TEREUL'S TOOTH

SCW1 Nationalist Set up

The Nationalist mission is either to prevent the Republicans from Controlling seven or more buildings or to have at least a half squad adjacent to the GG5/6 to I10 road at scenario end. The Republican forces outnumber the defenders by roughly two to one, are supported by three BT5 Tanks, and a 75mm Gun. Against a strong attacking force the defenders have some advantages including excellent defensive terrain, a 37mm anti tank gun, two machine guns and good leadership.

Tereul is a strong position and there

are good arguments for concentrating your forces there. A skeleton of a defence follows; squads in C5, E5, F5, G7, H6, I6, K4, and K6. Supported by flanking positions in N4 and/or Q9. The MMG, HMG and Leaders start in K6, I6 or F5, with LMGs on the flanks. Creating a Death Star by stacking several squads a Leader and a couple of MGs is probably a bad idea-the attacker has to cross open ground making a kill stack into an overkill stack and helping to create weaknesses in the defensive set up. Stacking isn't always bad but I don't think it helps in this scenario. The gun would be useful against infantry, but has a very important role defending Tereul against the Republican armour. I favour putting the gun in building hexes K4 or K6 the eastern edge of the village, other schools of thought my go for woods hexes say N2, O2, S2, T1, U1 or V0. The Hidden squad can go in the village or in the C9 woods to spring a nasty ambush. This creates a very solid position that can resist a considerable amount of firepower or contest movement across board four.

A slight variation of this defence is to set up inside the village to gain concealment then move forwards to contest movement on turn two. The downside is this give the Reds a chance to run towards Tereul on turn one but protects you from prep fire attacks and concealment is valuable.

An alternative plan is to defend Tereul



and contest control of the road. Six or at most seven squads, the MMG/HMG start in the village. A second position is created around Q9 and the S8 Orchard. A platoon (three squads), a leader and a LMG would require a reasonable attacking force to overcome it. The plan is to complicate the Republicans attack. He has to judge carefully how much force to allocate to the village or the platoon position as neither can be ignored. A slight problem is the “diversionary detachment” which is big enough to flatten this force rather quickly! Setting up the Anti tank gun with the platoon might just make a difference it could destroy the BT5s’ in a couple of turns then help against the infantry. Personally I don’t think a small defensive island in Q9 is the way to win this one.

Even worse would be two defensive Islands on in Q9, another around X0. Odds are this set up is doomed.

On balance I think a point defence of Tereul is the best defensive option. The toughest decision is where to place the hidden units. If the Gun sets up emplaced it can be concealed. K4 and K6 are good choices, as are a number of woods hexes, some Orchards and even some brush hexes. K4 takes some beating it is strong defensively but a wee bit obvious. Some players would prefer a slightly weaker position with the chance of greater surprise. Use the 37mm Gun against the BT5s, with low rolls its possible to destroy all three in a single turn! If the ATG becomes malfunctioned or disabled some MG shots might just destroy or neutralise armour. At closer range Molotov Cocktails and close combat can take out Republican Armour.

The hidden squad can help defend Tereul, or try to contest control of the road from the S6 Orchard, a woods hex, Q9 or N5. The idea here is to distract forces away from the village weakening the attack indirectly. If this squad can occupy the attentions of three or more squads for several turns it could make a difference to the game result. Obviously if it is ignored completely running onto the road on turn six could win much to the embarrassment of any player who has just captured the entire village. If the hidden squad finds itself in a position to ambush a republican Leader or Commissar do it! The Reds are short of Leadership and it could slow down their attack. Using hidden status for a Leader, Squad and MG is devalued as soon as the MG opens fire which it will need to do on turn one to stop the Republicans swarming across to Tereul.

Before the game starts take the time to look at lines of sight, SCW1 is a new board with some blind spots on it. Also note the proliferation of walls which make uphill movement difficult with Snow present. Setting up some units within the village to

gain concealment might work as long as you leave the MGs in position to sweep the ground with fire.

After your opponent has set up try to gauge his plan. In all probability you will face a swarm attack to the C5 woods then into the western end of the village. This will be supported by tanks arriving from the east.

Certainly the game will start well with some execution of units in the open and possibly a long range low odds attack brewing up a tank. As the Reds get closer the game gets harder. On bad nights breaking units will force you to fall back, but if you remain strong there is no fault in holding fast. Even when he gains the village edge the Republicans are tasked with moving uphill into buildings, in snow, possibly across a wall, er 5/6MF! There is a good chance of a defending unit ambushing and killing a CX squad.

Any fires started by Molotovs do not forfeit control, it is almost tempting to use this as a tactic to deny buildings to the Enemy. It requires luck to pull this off, its probably not the tactic to use if the Reds were cut to Ribbons crossing open ground, but it would be a fair gamble if by turns three or four the odds are already stacked against you.

Snow effects movement up/down Hill, has a marked effect on road movement, and effect fire. Heavy snow is inconvenient. Snow stopping improves the effectiveness of your fire.

Late in the game a bad situation might be retrieve by rushing to contest control of the road. Any hidden units are valuable for this tactic.

Win or lose you can expect to kill a lot of units including some tanks. Also look forwards to some stiff fighting in Tereul, some runs of ROF and some angst from your opponent as your lucky HMG and 9-2 cut another squad (running uphill after the snow has stopped) to bits.

One final thought; don’t group all the best squads and MGs together with the 9-2 Leader to create a killer stack.

SCW1 Republican Set up and Attack

For Victory the Republican needs to control seven or more buildings and the Road. It is essential to understand you need to do both! How you do it does depend a little on how each is defended.

Very rarely the village will be undefended whilst a strongpoint is held in force next to the Road. Send a small force into Tereul, then engage in a firefight with the Strong point your opponent has chosen. After a shaky start you will win the firefight.

If the Nationalists have opted to defend Q9, Z1 and Tereul in platoon Strength divide you own forces with most going for the village

and about a third heading for Q9, thence to Z1. The Diversionary detachment can support these moves. Even if Z1 is undefended you do need to push a reasonable size force towards Q9.

Probably the strongest defence you are likely to face will be a concentration of forces in Tereul with a hidden squad lurking to contest road control. This is a difficult defence to crack.

Enemy forces include a 37mmGun, most likely this will be sited to attack your tanks. In some games it will do surprisingly well burning all three BT5s’, more likely it will ice one or two before you can duck the remaining tank into cover to avoid its fire. Until the gun opens fire you have no real idea where it is; try not to spend a lot of time guessing where the gun is.

The obvious threat to your infantry is the Enemy leaders and MGs. Position your troops to minimise the effectiveness of MG fire. Enemy squads are less of a threat as they are limited in numbers, firepower and range until you get closer these are less of a threat.

An outline of a plan of attack on Tereul could be as follows. To cross open ground begin by deploying two elite squads. One half squad mans the 50mm Mortar possible sites for this include AA5, V3, T4 and R5. I like the look of R7. Using spotted fire from building P6 improves fire opportunities at the expense of accuracy and rate of fire, not my choice but still a reasonable idea. Use the mortar to strip concealment and hurt enemy squads if you can. It is just about possible to use the Mortar to try and find the Hidden unit. Lotsa luck.

The 75mm Gun can set up En Portee, er moving on. Woods hex GG7 looks fair, as does a post behind the hedges in AA7, BB7 or even CC7?

It’s hard to find a use for the truck. Wild ideas include using it to cross open ground or for overruns, putting it in harms way to burn and create smoke is another thought. Certainly the truck can be useful in the transportation role keep it under cover till an opportunity arises.

Infantry are the key attacking force in this one. The most promising approach through the C8 woods will likely be defended but it remains the best covered approach. Broken units will have a chance to rally or even self rally which is less easily accomplished in open ground. Ten to twelve squads should be placed between FF7 and R7, with LMGs going to the point of maximum effort. Put a Leader and the Commissar with this force. To the east go any remaining forces and the last Leader. Don’t go too far east as you need to be in a position to support the attack from the

woods.

Before play starts try to visualise where your troops will be on turns two, three and four all the way into the village. Adapt this plan as the attack develops to reflect any surprises, misfortunes or successes you encounter.

Begin play by deploying any Elite squads you can to reduce casualties when crossing open ground. Roll Heavy snow as it reduces visibility to aid your cause. Shoot the gun and mortar at the best available targets for the first couple of shots the chance of a hit is low but you gain acquisition. Don't expect to inflict a lot of damage although occasionally you will fluke a critical hit.

Start to move towards Tereul. Move half squads first then squads and finally leaders. In the advancing phase try for a few multiple hex fire groups volley firing to inflict a casualty or two. Shoot again in the Defensive fire phase again using multi hex attacks.

On turn two occupy the woods bordering on Map SCW1. Move into the woods around C8. Keep hoping for SNOW. The Diversionary detachment arrives. Riders are allowed but would share the fate of any tanks whacked by the 37mm Gun, double time movement is probably a better bet as might be armoured assault. Expect to be surprised by the 37mm gun, once it fires try to move out of its line of sight-Quickly. The supporting infantry can rush along the road to search for any hidden units, or go for hexes Z1 and Q9. If the tanks survive they can move close to support the attack, they are useful as fire support platforms and as cover. I would half expect to lose a couple of tanks, even losing all three would not make me too despondent. The loss will not cost you the game but nor will an ATG malfunction swing it for you. Any surviving crews can join the search for the hidden squad if it hasn't been found.

Towards the end of the game aim to establish a foothold in the village, expand this to control C5, D3, D4, E5, P3, P4, P5. Also control Z1 and Q9 for a win. Use fire combat to gain ground, use CC against opponents were you have an equal fight of it but avoid advancing up snow covered Hills over walls into buildings to be ambushed and Killed. Keep looking for the hidden squad until they are found.

Using Molotov cocktails or petrol bombs is a bit risky, it makes a lot of sense if the Nationalists capture a tank but otherwise I'm not sure its a valuable tactic.

Remember there is no casualty cap for this one, you can lose all your tanks and every squad (almost) and still win.

In brief the plan is; run into the woods, through the woods into the village, capture part of the village and control the road.

SCW1 Conclusion.

Tereuls Tooth is a good example of a small force in excellent defensive terrain facing up to a stronger attacker. The Nationalists must make use of MGs, leadership, interior lines, strong positions and anti tank weapons to win. The Republicans must be bold and resolute to exploit superior numbers, keen to exploit any opportunities that arise. In many games this will evolve into a closely fought struggle for a couple of key buildings on turns six and seven, expect a lot of interesting events leading up to this finale though.



SCW2 LAST STAND ON HILL 197

SCW2 Republican Set up

The Nationalist win if they achieve two of the following objectives 1) Control the Church (SCW2 M5/N4), 2) Control six or more Level three hexes on Board 2, or 3) Inflict sixteen or more CVPs.

I cannot see a practical way to prevent the Nationalist gaining the required number of Casualty Victory Points given the presence of tanks and Guns. A crafty player might be able to carefully defend the church with fifteen CVP of units then force his opponent to run out of time in finding the last CVP or controlling the Hill but its beyond me! If you try to keep the CVP down it becomes more difficult to use your armoured reinforcements effectively. In passing if you do lose a tank, try to roll low and save the crew.

Defending Hill 621 (or 197), is helped by the considerable distance from the Nationalist set up area. There are seven level three hill hexes, which means the Republican can win by holding just two at the Game end. For this a small platoon sized force might just be enough for an initial defence, with the promise of reinforcements if the whole of the Nationalist III and IV Brigades head for the Hill. Perhaps foxholes in J4, J5, and K5, Squads in J4, K5, and M5(?), an 8-0 Leader in J5, and a 50mm Mortar in J4. The foxhole in J5 might be a mistake but it is there to

assist routs or for last ditch defence. The M4 post helps support the main position and the most direct route to the Hill, a lot of work for a lone 3-4-7. Defence is assisted by the open ground in front, the grain which slows movement, and the need for the attackers to climb to Level three during the course of the game if the attack goes towards the Hill. There is scope for weakening this position by a squad, or alternatively strengthening it considerably. Possibly the game winning strategy is to hold the Hill in strength using the church as a lightly held speed bump? I would like to see someone else's ideas on this one!

Defending the church in strength will be difficult. Any forward positions can be plastered with MG Fire directed by rather good leadership. To lessen the impact of this a smaller force could set up in the building and just a couple of foxholes, abandoning the southern edges of the Hill. A more aggressive defence could be as follows Foxholes in M7, N5, N6, N7 and O7. Six or seven squads split between building and foxholes, two Leaders and 2/3 MGs. This is around the 16CPV mark, and might draw the Fascists into a massed assault on the Church. This wouldn't necessarily be a bad thing as it draws his forces onto ground of your choosing where the bulk of your troops are concentrated.

The remaining 2/3 Squads could be added to the Church's Garrison, reinforce the Hill, be held in reserve, be positioned to impeded rout paths, or sited to slow down the enemies' attack. I'd go for SCW2 M4 and H5 but this is only a thought.

By setting up in concealment terrain the Guns can be Hidden and emplaced. Woods are concealment terrain as is grain and Olive Groves. The guns are there to kill armour or squads as opportunities arrive. If you can destroy tanks early on it might even become valid to pull back from the village/ Church and try to keep below the Casualty cap. The 75mm Guns are excellent tank Killers as well as being very effective against infantry. Putting the 45mm gun in the Church and the 75s' on the board two Hill is a safe conservative set up. Cunning ambush position about their effectiveness depends on anticipating the starting positions or subsequent locations of armour.

Admittedly this is only an outline of a set up. The main points are understanding the enemy mission, and deploying your troops to frustrate the easiest methods of achieving them. Extreme alternative set ups could concentrate everyone and everything in or around the church, or on Hill 197.

On turn two think where you want your reinforcements to go. If the hill has been ignored go to the village and vice versa. Riders



are an option, as is double time and road movement. The T26 can go to gaps in your Anti tank defences, also keep in view the Armoured cars are capable of killing a Panzer I eventually.

With lower firepower the Republicans are at a disadvantage in close combat fight when you have to or have an unmistakable advantage but appreciate you cannot afford to trade squad for squad.

One notable problem is your troops cannot Entrench (SCW 2.31 precludes this), accept this as a fact of life. It makes defence a bit harder but does add flavour to the game.

During and before play key words include Conceal and Kill. Conceal units when you can and Kill tanks, Kill leaders Kill squads. I would add ENJOY to the list, this is a rather nice scenario.

SCW2 Nationalist Set up and Attack

The Nationalists win by achieving two of the three objectives. Begin by closely scrutinising the Republicans set up and looking for any weaknesses.

If the Reds have set up way back on Board two you may be able to seize both the church and six Level three Hill hexes by a rush across board SCW2. As you swarm up Hill 197 expect the Republicans to contest control, to suffer greater casualties but ultimately to be victorious.

The Hidden Guns do complicate matters, most likely they will shoot at your armour, but they could also appear behind you front and eliminate broken units for

failure to rout. Physically moving through terrain is the best way to find the Guns, using the tanks as bait also works.

Another unlikely set up would be a strong concentration of defenders on board 17. This could play very quickly. After a fusillade of shots in the prep fire phase, tanks overrun remaining units and cut off the rout paths of others before a small group of first line squads moves up to fight the survivors or round up prisoners. A leisurely walk to Hill 198 and the Church follows, with a further skirmish against the reinforcements. I doubt you will encounter this defence.

There might be some scope for a small delaying force on board 17, perhaps in the woods around 17I2 to delay your advance to the village but I think this could be disposed of by some well directed machine gun fire followed up by a few units swarming past the broken defenders to capture them at the start of the rout phase. Similarly you might see small isolated positions in the east but I really do doubt it. The only way I could see a small force having an impact would be if it set up hidden and of course it cannot!

Most likely the Defender will either set up in strength around the church or on the hill. The thinking behind the church position is to deny you any objective other than the CVP one, whilst a Hill 197 defence conceded one objective, the church, whilst seeking to deny CVP and the hill hexes.

Despite my preference for setting up in strength around the church this might be the weaker option for the Defender. (I'm keen

on it because it suits my style of play and I'd rather lose happily than lose playing tactics I don't enjoy...this isn't something I am particularly proud of though!). The attack needs to form a strong firebase of squads and MGs then drive on Church Hill through the woods to the south west. Good fire support positions on board 17 include P4, P3, W4, and W3. Setting up in Level one hexes is possible assuming the positions are not occupied by Republicans. Use fire to clear a path to the church, push for close combat as you have the advantage of both numbers and combat odds squad for squad. Even if the church is heavily garrisoned and reinforced you should take it or come very, very close to doing so by the last game turn. If you don't take the church then you have lost, taking the church is only one objective. Next you must either reach the CVP cap or seize six level three hexes. I expect the second object would be the CVP cap a series of small actions chasing down enemy squads and killing them or capturing them. If you can KO armour do it, as you earn a lot of CVP. If the church is heavily defended then Hill 197 can't be. Exploit this by directing a force towards the hill. As you start with a numerical superiority of twenty eight squads to twelve, which eventually falls down to 28/15, it is practical to push five or six squads towards the Hill. They may achieve very little other than a distraction, but will keep the Hill under threat, and might weaken the resolve of the Republican commander. This can look particularly threatening as the defenders firepower is limited to support weapons beyond eight hexes range and doesn't really add up to much below that range. Bypassing the village isn't a good idea as you will have to return either to take the church or inflict CVP. In brief form a solid fire base, drive into the church, consolidate then move to gain CVP. Keep a very close eye on the clock, capturing the village in a bloodfest with 15CVP earned is pretty impressive, rather satisfying but will not earn a win.

If the church has few defenders and a solid line of entrenchment's, squads and support weapons lines the crest line of Hill 197, you really do have to struggle to win. A platoon sized force can move to secure the village. Site the mortar to open hostilities from board 17 with some long range shots then start to advance from board 17, through SCW2, to Board 2. Don't stack, deploy some Elite squads as weapon crews, avoid moving through residual fire power, use double time, use roads, and make use of any available cover. Republican support weapons are scarce so you will face more firepower the closer you get to the Hill. by contrast you have a lot of LMGs', some decent leaders and even MMG/HMG that can shoot back



A part of the first map from Critical Hit's Guerra Civil module.

rather effectively. As you get from five to eight hexes from the Hill you are at a tremendous firepower advantage. Republican 3-4-7 will be taking 1FP shots, your return fire will be 1FP if you moved, 2FP in the Defensive fire phase, OK he is in cover but there are an awful lot of you. As the firefight develops troops will move steadily down the quality ladder. With a lower ELR the Republicans will do this faster, and generally have less steps to disruption. In brief after a wild charge across SCW2 you develop a firefight, moving in short rushes to drive the Republicans off the Hill winning either by taking the Hill or gaining 16CVP to add to the Church. Sounds easy but I guarantee you it isn't!

A side-show whilst all this shooting is going on is the church. If the Republican reinforcements head there then it does seize some of the initiative and you will need to push more than a platoon into the church. Another two platoons (six squads and two Leaders), might be enough, giving them armoured support would help and could earn some CVP if they destroy some Republican Armour.

I've skated over the difficulties faced by the Nationalist Armour, specifically the Hidden Guns, and later the other T26B. All three Guns can destroy, immobilise or Shock either the T26, or Panzer Is with a single hit. To improve survival changes you need to locate and avoid the Guns very early in the game. This is difficult but one approach to this problem is to hang back behind cover until the guns open up. It is likely the 75mm Guns will start firing almost immediately, the 45mm Gun will probably keep a lower profile but might be discovered by chance or by movement through its hex. Once the Guns locations are known they can be avoided. If the need to move the tanks is more pressing protection lies in movement and target size. Try to flit from one piece of cover to the other presenting the most difficult target possible. Unfortunately there is a very real need to use the Nationalist Armour to counter the Republican Tank and Armoured Cars as there are very few effective Anti Tank weapons available to the Nationalist. It is worth noting the FA1 is based on the BA-64B which must be crew exposed to fire the CMG, making it more vulnerable to close combat, and even prey to IFT attacks. Don't get hung up on the Armour or the Guns for that matter, they are an interesting addition to the scenario but their importance can be over estimated.

I've not suggested set up locations because of the size of the Nationalist order of Battle, Infantry units should be positioned to cover a wide front but directed towards specific objectives-either the Church, the Hill

or Republican supporting positions. I find it helpful to plan and move in platoons of three squads and a Leader, this isn't a rigid formation, nor is it everyone's method of playing. It does help me not to bunch up units or end up with all the Leaders on one flank with the Support weapons on another. The Tanks can be used aggressively to provide fire support on turn one, sited to move, or held in reserve until the position of the Guns is known.

It is worth remembering Captured equipment or units earn double CVP's. The Nationalists have plenty of conscript squads, detail these to guard any prisoners and march them off a friendly board edge. In close combat 4-4-7 squads have an advantage against 3-4-7, it is tempting to try capture attempts, this makes a lot more sense against Green squads (Republican ELR of 2 will create a few of these), there is even a -1 modifier for capture attempts. Disrupted squads should be captured, don't make this harder than it needs to be by declaring No Quarter.

This is a very tough fight but your large infantry force can absorb a tremendous amount of damage. Expect high casualties remembering you can trade the Republicans squad for squad and end up on top.

SCW2 Conclusion

The appeal of this scenario is the wide range of strategies open to both players, hordes of Infantry and some rather thin skinned armour. I really did struggle to come up with a defensive approach to playing this one and I am not entirely convinced I have cracked it! The attacker has a slightly easier job planning his opening moves based on visible Republican units, even so there is a lot of work to do just developing even a fairly simple direct attack.



SCW3 SON SEVERA SCW3 Nationalist Set up

The Nationalist mission is to prevent the Republican attain his Victory objectives. These objectives are to amass over sixteen CVP, and to exit ten CVP off the north edge. As soon as both are achieved the Game ends.

A win for the defender can come by keeping casualties low, or preventing the exit of forces.

Enemy force of twenty two squads are slightly stronger than your own, with a range of troops down to some mounted irregulars. Support comes in the guise of with two 75mm Guns, a few Dinamiteros, as well as a reasonable allocation of Mortars and MGs. It is possible the Guns will be used En Portee.

Your our forces are modest eighteen squads including eight 3-4-7s, and five leaders. Three MGs, two 50mm Mortars and an 80mm Mortar comprise your initial forces, On turn two an "armoured" truck enters along the north edge. The two forces are roughly equivalent in size and strength, in a stand up city fight they would fight each other to a stands still unless the Republican Molotov capability and Dinamiteros were factored in.

The terrain favours the defence. There is a strong central position of a small hamlet and church on a hill flanked by woods and vineyards on the flanks. Note the buildings are all wooden which reduces their defensive strength.

Begin by planning how you will conduct your defence. One approach is to conduct a point defence of the N5 Hill, possibly with small flanking positions. The MGs and some decent Leaders go into the First floor of N4, with much of everything else in buildings, woods or vineyards nearby. This is a strong position against a direct frontal attack. In some circumstances it might achieve a victory, either by exchanging units until the Republicans do not have ten CVPs left to exit or by imposing sufficient delay prevent enough units exiting. If the Republican exits forces early the defence of the village might prove too tough for the attackers to kill eight squads equivalent. My own opinion is a point defence of the village is not the best option, it will fail if the position is outflanked and the defenders are whittled away by fire or close combat.

A linear defence across the whole board is difficult. Some weaknesses are inevitable and the Reds will pick a spot, attack it in strength then push off the board.

Perhaps the strongest defence is a series of small platoon sized positions with enough substance to resist an attack for two or three turns giving time for the defence to reorganise. Begin by deploying two 4-4-8 Squads, these will crew the MMG and 50mm Mortars. The MMG and a 2-4-8, with either the Field Chaplain or the 8-1 Leader set up in the Steeple in N4, another 2/3 squads are also in the church or its vicinity, possibly with a satellite position in L2, or M2 to slow movement towards the church. This is the

centre of the defence. It can support other positions from the steeple and can defend itself for at least three turns, possibly four.

Another four defensive positions are needed, as well as posts for the mortars. In the west a platoon needs to set up either in the FF3 woods, the FF6 woods further back or in the CC5 grainfield. This is the weakest spot in the line, to alleviate this it might make sense to set up with the LMGs and the best available leader. This force is destined to fall back or rout in the face of determined opposition to buy time for relocation of forces from other sectors.

Moving east you need to defend either the brush/woods around W9, or the U4 grainfield. This is another delaying position, which will buy time for reinforcements to arrive. Further east two positions in the C8 and H8 woods are possible, there might be a case for setting up both squads in the E3 vineyard. I suspect this is where the main attack will be made (of which more in the Republican notes). If a forward position is adopted it really must be strong, closer to eight squads than six and with the Field Chaplain here rather than in the church or steeple. These positions account for most of the initial forces.

The mortars work best against troops in woods. Most ground level positions in the west have rather poor lines of sight. Either accept this or go for hilltop posts to benefit from Height Advantage. O5, P5, and P6 are good sites to cover the entire western half of the map, and fair bit of board 11. Broken units can rout into building O6, to attempt self rally. On the eastern side of the hill M6, and M7 are nearly as good and cover the important vineyard. Putting the 81mm mortar to cover the eastern flank makes sense to me, use the 50mm to cover the west particularly the woods hexes. If the 81mm mortar breaks down shift a 50mm to the other side of the Hill.

Expect to have some squads left over, there is scope for using them to reinforce platoons, or in isolated positions to contest movement then collapse back to other stronger islands. The Armoured truck goes to the most threatened area unless it faces near certain and pointless Death there in which case it goes to the less threatened flank.

This set up is not very strong. If the Nationalist remains in place then the Republican will either attack the east or western flank, pick up his CVP, and exit for a very quick win. Although defending you must counter attack to win this one. Use long range fire from mortars and the MMG to good effect. Flank the point of penetration to kill or capture routing units. Take the initiative by aiming to win firefights by local superiority in firepower or by virtue of better

Leadership or terrain.

Prisoners are a bit of a bind in this one, captured units can earn double CVP, or exit VP. This is worth a five minute amicable discussion over a couple of drinks before play starts rather than a half hour grumble over several more later that night.

Do not be terrified of the Dinamiteros, they are interesting units but are more suited to a city fight than this defence of an open line. If the Republican sets up En Portee do the decent thing and shoot up his trucks. Keep an eye on the Anarchist movement DR, it is important, if the units are fairly static they are of limited use to the Republicans which aids your cause. go for close combat when you have even a slight advantage. Try a few overruns if your truck is reasonably close to some broken unsupported units.

I would expect to get very close to the casualty cap but expect to inflict similar or greater casualties on my opponent, and delay or disrupt movement sufficiently to allow less than ten units off the board.

SCW3 Republican Set up, Attack and Exit

Immediate victory is achieved by gaining sixteen CVP and exiting ten VPs off the north edge. As a general rule it is best to reserve your toughest units for fighting and to exit weaker forces such as green squads and irregulars. Trucks or Portee Guns being highly mobile are also useful, and keep in view the cavalry you have as well...er both squads worth and a couple of Leaders at a pinch.

To a great extent your strategy will be dictated by the terrain and enemy dispositions. The most striking feature of map SCW2 is the central hill and church. The church upper levels or steeple dominate the hill making a direct attack difficult. Almost certainly a MMG and leader will be located in the steeple dominating all the surrounding terrain. That is about all the bad news on geography. On the plus side the central hill divides the western and eastern portions of the map making in hard for troops on either side of the hill to support each other. This creates an opportunity to concentrate against part of the Nationalist forces defeat them in detail then exit off the map.

How easy this will be depends on the defenders set up. A series of defensive options work on the premise it is simply not possible to prevent the exit of units and sets up to keep casualties below the sixteen CVP cap. Although I don't think this will work too well, it could be attempted in the eastern woods or vineyard or in other woods to the east, more likely the Nationalists will

concentrate in and around the church (N4/M5). This position should be untakeable with the forces available but that is not to say you could not inflict massive casualties by a co-ordinated assault, reach the CVP Cap, then charge off the map with your remaining units. Even small screening forces on either flank will not change this picture very much, you are committed to attacking the church to gain the requisite CVP.

This scenario gets more interesting if SCW2 is defended by a series of small platoon sized islands. Splitting your forces to match this set up will fail. The Reds are hurt by a distinct lack of Leaders and cohesive force that makes small unit attacks very vulnerable. To win this one you need to mass troops close to the available leaders and drive into the Left or right flank whilst a proportion of your forces pins the troops on the Hill, and delays relocation of troops from quieter sectors of the Nationalist line.

If both flanks are defended in roughly equal strength I would be tempted to attack on the left (or east). Ideally the V3 vineyard will be filled with Nationalists (though not too many!), create a firebase around buildings AA1, AA2 and Z1 with a Leader, 3/4 squads and a couple of MMGs and a manoeuvre element in the DD2 grainfield. Use the Anarchists for the manoeuvre element, despite the limitation on their movement they can advance and some units will always be free to move. Not ideal but certainly a good enough. This force should clear the vineyard in two or three turns. Adding the Dinamiteros will help, either by inflicting damage or drawing fire away from other units. Additional support can come from either the guns or mortar. If the vineyard is not occupied a similar set up is used, but you can advance through the vineyard to take up a firing position on the northern wall, begin a firefight with any troops in the woods with the eventual aim of moving into close combat or capturing prisoners.

Whilst this is going on all remaining forces should be positioned to contest Nationalist control of the O6 hill. Initially this is done by firepower but if gaps appear an opportunist attack could take the high ground and contest the movement of troops from west to east.

Similarly if the western side is less well defended the push should be made there through the grainfield onto the woods and ultimately to exit. Apologies for just giving a broad brush to an attack on this flank.

Read up the rules for Dinamiteros, they are fairly simple and probably play better than a few demolition charges and OB designated squads used as Dinamiteros. I would like to see more special units in the game like this, I liked Molotov cocktail

counters, Khloristi - the Finnish clay ATM etc. They are a small threat to the church defenders.

Portee guns gain greatly in mobility by trading off protection. In this scenario there is a case for using them as they can earn the requisite ten exit VPs on their own. If used as towed guns mobility is restricted and it will take a while to hook up and exit, maybe too long and for at least three or four turns they will not be able to give fire support. This really is a judgement call, I would go for Portee guns, a compromise of one Portee is an option and I wouldn't criticise anyone's choice to use both guns off the trucks. I'm sure that isn't very helpful!

Despite the movement restrictions you should be able to exit ten VPs of units off the northern map edge. Gaining CVP is harder but you should get close to this. A good result would be the destruction of the Armoured truck and its crew which gains CVP and increases your options. As the attacker you have the initiative which should give you a slight edge.

SCW3 Conclusion

The need to gain both CVP and exit VPs makes this a very interesting scenario. Any time spent planning before you set up will pay dividends particularly for the Nationalist player who can lose this one through making poor choices. The Dinamiteros, Filed Chaplain and Armoured truck all add to the appeal of this scenario.



SCW4 PINGARRON HILL

SCW4 Nationalist Set up

The Nationalists win by controlling one or more level three hexes at the game end. Initial forces are outnumbered twenty four squads to ten but on turn three another ten squads arrive, just after three T26s turned up!

The simplest approach for the Nationalist is to occupy all the level three hexes with one squad and a foxhole, sprinkle

support weapons and leaders amidst these positions then hold out till the Galician Battalion arrives on turn three. This is surprisingly effective and gives a good chance of victory against a competent opponent and moderate luck.

A stronger defence builds on the basic idea of defending all level three hexes initially but also aims to exact a heavy price for any gains the Republican makes and to counterattack on turn eight.

Looking closely at board 2, level three hex Q6 is rather difficult to defend. A broken unit there is doomed, and it is hard to recapture at the game end. The other weak hex on the ridge line is M5, as that can be approached through cover and undermines positions further east when it is taken. Set up should also think along the lines of providing safe routes for routs. Noting these features might justify a different set up, or it might just be enough to accept the weakness and set up there anyway. Q6 does strike me as doomed and I would give it a wide berth, M6 is a tougher problem as it is a very useful hex to control.

So here is a sample set up. A 4-5-7 and foxhole in P5, O5, N5, M5, K5, and J4. Foxholes in O6 and J5 provide rout paths for broken squads to woods hexes, and positions to counter attack. The MMG and 9-2 Leader could go in O5 for its excellent line of sight or N5, or possibly J4 or K4, to support the main position directly by fire and indirectly by forcing the Republican to attack there in greater strength. The mortar can go in almost any level three hex or if you favour spotted fire O6, J5, even P6? As a different spotter can be designated every turn the rate of fire and to hit penalties might be offset by much better lines of sight and being able to effectively reduce the mortars minimum range by one hex. J4 strikes me as a good position on the hill with a line of sight to the 2M3 woods. If a squad mans it and uses its inherent firepower, accuracy is forfeit. To use target acquisition, deploying a squad and crewing the mortar solves this but for some loss of firepower-making J4 much weaker. I'd be tempted to set up in J4, with a squad and blaze away on the IFT table losing acquisition. The 8-11 Leader and a LMG can go in K5 or J4, with an LMG if the mortar isn't in the hex. The field phone and 8-0 observer could do worse than P5 which has a decent line of sight. Pessimists could set up back from the hill and direct fire onto it as the Reds advance. This looks pretty silly after two red cards or a roll of boxcars, but on reflection this could happen on the hill and be equally inconvenient!

The "spare" squads can be within one or two hexes of these positions; P6, N6, J6 are all fairly good. Alternatively use them to

create flanking positions to delay the Reds advance by threatening rout paths. S5 and I3 are typical locations, maybe deploying a squad and using it here is valid.

This set up completely ignores the hill to the west. A squad or HS here might distract your opponent. Other positions in the woods and buildings in front of the hill will create some delay but its a pretty close call between the value of this offset by the lost of a squad or half squad.

Pingarron Hill is a very strong position and a less than perfect set up will not cost you the game. However the defence must be flexible, trying to establish a killing ground on its easier approaches, out thinking the Republicans and recovering from misfortunes or good play by your opponent. A possible counter is to use IFT to break the operator, or if he is close to other good targets plaster him with OBA to kill or break him, or on a snakes eyes roll destroy the phone line.

The biggest threat to your position is the 75mm OBA; with a draw pile that includes three Red cards you may never see it but potentially it could arrive on six turns. Troops in foxholes are very resistant to artillery, and a crestline is a tricky target from a lower elevation, try to remember this when the Pedro with the Field phone draw a black card and rolls a "1" to start hitting your troops in his first defensive fire phase.

The next greatest threat is the horde of infantry that moves against the hill. Initially you will have a range advantage, and will always benefit from better leadership. If Republican Leaders are directing machine guns supporting the attack they will not be helping to rally broken troops. Exploit this by breaking leaders to slow down the attack, kill what you can but settle for a break particularly in turns seven and eight. Catching a swarm of stacked troops moving through woods is a better target than the radio observer or even the tanks.

Three T26s is a fairly potent force; although you do not have any real anti tank weapons you can destroy these with MG fire, or even the mortar. Artillery can also do the trick if this target gets priority over infantry, support weapons, or the OBA observer. If the T26s get right up to the ridgeline close combat might be the answer. I would not be too fearful of the tanks, they arrive late, have a long way to travel and may malfunction as soon as they start shooting!

On turn three the Galician Battalion arrives. Charge them up the hill towards the most threatened area. The arrival of ten squads should tip the balance in your favour. If the Republican has pushed hard and driven your squads off the hill it is reasonable to assume he has had very heavy casualties,

your role become more that of attacker than defender. Seek to pin part of his force down whilst you push for a single hex somewhere at level three. More often the fight will still be raging for control of the hill, let some squads dawdle with the mortar and machine gun whilst you charge uphill.

During play do all you can to improve your defences. Dig in when you can, rally broken troops, move leaders to the best weapons available and do not be disheartened by fate. Remember three squads can start the game Fanatic, all your troops have an ELR or four, underscored morale, and are stealthy.

Expect to enjoy this scenario, although holding on to the whole hill is unlikely, it is reasonable to expect to contest control of at least one hex at the game end. Losing is a harsh word when it all comes down to one roll in the close combat phase of your player turn eight, "unlucky" sounds a lot better.

SCW4 Republican Set up and Attack.

Clearing all the level three hexes by the game end is not going to be easy. The attack must cross open ground in the face of elite troops who are dug in, possess MGs, are well led, expect to receive Artillery support, and will be reinforced on turn three.

In most respects the terrain favours the Nationalists who occupy the high ground in foxholes. One prime piece of real estate is the church steeple in N4, effectively a location at level five. This allows line of sight over the hill to the entry areas for reinforcements. This could be useful when you storm the hilltop, as you can switch fire to belt Nationalists moving uphill in the open or better yet in woods. There are a number of small buildings accessible to the Republicans that make good positions for a firefight, and a lot of woods hexes that are not all that attractive with OBA in prospect. Woods will provide some cover, and of course rout paths. Pingarron Hill is grim, with little cover immediately in front of the ridgeline.

Republican troops outnumber their opponents by over two to one at start, and still have a slight advantage after turn three. Both sides receive 75mm support, but you also receive three T26Bs.

Begin by taking a long hard look at Nationalist positions. Occasionally you will come up against a reverse slope position. Although this protects the Nationalists from fire it does allow you to run up the hill, to flank the position and enter into a firefight which you should win. Admittedly you are facing troops in foxholes from positions giving lower terrain effects modifiers but you will have an odds advantage of roughly two to one. Also remember you can set up the

field phone in the steeple and begin plastering the "reverse slope". Most likely there will be a chain of foxholes covering level three hill hexes with a few satellite positions. Check for lines of sight, look for blind spots and covered approaches. Also note the positions of any troops you can see. Look for stacks containing leaders, support weapons and the field phone.

Setting up your own artillery observer is very important. Many buildings on board SCW2 have a decent line of sight to level three hexes; I believe the steeple location in N4 is excellent. It has a splendid line of sight and fair protection against OBA. It is twelve hexes from any level three hex, making Nationalist fire long range. Admittedly this spot could be hit by a 2 IFT attack at minus two on turn one but this is an acceptable risk - the same attack would do more serious damage to other units. Next you must decide whether to use your MMG and mortars to create a fire base or to put them up front with the manoeuvre elements. Including these weapons with your attacking force has some points, most useful being the ability to move uphill and defend the ridgeline. If you opt for a firebase begin by deploying an elite squad. The MMG has a range of eleven hexes allowing it to fire with full effect without the risk of return fire from enemy squads. N4 is a good spot, but M4 is as good and removes vulnerability to a single attack. The mortar is harder to site, maybe H1, H2 or H3; all are acceptable. The other mortar can go in V6, or Y8, shellhole hexes that offer better protection from OBA or mortar fire. At a pinch woods hexes would work. Unfortunately this mortar will be crewed by a squad. Later in the game all support units should move forwards to support the hilltop positions, but this will not be happening before turns four or five. A few odd ideas are worth a mention. Spotted fire from behind N4, as well as moving the MMG team into the steeple could work after the Nationalists OBA is neutralised, and his MGs and mortars kaput. This leaves one MMG to consider, after much thought the best hex for this seems to be X1; it can start with a squad and the 8-1 leader to try and dish out a few low die rolls on turn one. X1 also acts as a rally point for squads moving up through the woods and buildings in front of it.

This admittedly is a weak firebase. Its targets will be in order of preference the artillery observer, MMG and crew, leaders, LMG teams, squads, mortar, and half squads. This list goes out of the window if a target of opportunity arises or fire support is needed to give a unit a valid rout path or some similar crisis.

The manoeuvre element can use several approaches to the hill. On the left

(west) flank some units can move through the woods and buildings around 2T0. Further left between Z1 and V1 some cover allows movement. In the centre and right flank 5/6 squads should push through the woods and 2L0, another two squads through 2G1, and anything else up through the 2C2 woods.

Aim to move two or three hexes at least per turn to get close to the ridgeline to assault it on turn three or turn four at the latest. Any later and it is hard to see how you will clear the hill. Keep away from OBA, even harassing fire will hurt. Deploy some elite squads to reduce vulnerability to fire or at least reduce losses. If you can, give the Nationalists the worst possible targets. Use suppressive fire but not to the point where no units move up the hill!

In the Advance Phase use volley fire from swarms of units, try to assemble six or eight IFT attacks these will prevail against units in foxholes. Priority targets will be determined by location rather than the fire list given earlier the assaulting troops need to clear space in front of them not win the battle by taking out key units four or five hexes away from the piece of hill they need to occupy.

The most frightening weapon you face is the OBA. On a good day box cars or two red cards, poor spotting rolls or generally good fortune will keep you safe. It is rather more likely some OBA will arrive and it will inflict some casualties. What might save you is the guns can't hit everything at once, they need to shoot up the hill or rather the approaches to it, take out your OBA observer, and deal with the tanks. Whilst you shouldn't sympathise with the Nationalist you should appreciate the OBA that is terrifying you is creating problems for him as well!

On turn three the tanks arrive. T26Bs are radioless, subject to mechanical reliability and their armament is B11. Despite these limitations they are extremely useful. By moving in a platoon, not firing, and staying in motion the T26Bs will reach the hill by turn four, unless destroyed by enemy action. Once on the hill the tanks can help with MG and gun fire adding 12 IFT in four 4FP attacks as well as three 45mm guns that give a straight 4FP attack unmodified once they get the range. My own tactics would be to move the tanks to two hexes away from the ridge; other players will be more concerned and keep the tanks at a greater distance. More aggressive players will go for one hex range and overruns! All these approaches have some merit. It might be possible to move individual tanks independently as long as they pass a TC, possibly keeping two tanks in a platoon and moving the one with the Armour Leader makes sense, with decent dice

it would work very well but on other occasions it could be disappointing. Keep in view losing all three tanks will not cost you the game but failing to take all the level three hexes will. Leaving this subject on a happy note overrunning broken units makes sense on rare, almost unique occasions you might get a chance to pull off a fabled platoon overrun where a formation of tanks runs over several adjacent broken units.... I've not done it myself mind.

By turns four or five you should have cleared the hill or at least part of it. Next step is to defend the hill against a developing counter attack. This can be almost as difficult as taking the hill but you should prevail. It would be nice to take out the phone as you occupy the hill and to capture some MGs. Make use of close combat both in attack and defence you can afford to trade squad form squad and still come out on top and it is preferable to being shot to bits in the open.

I don't think the way to win this one is to clear the hill by concentrated firepower; it wastes a turn of movement and the concentration of forces required for this might be prey to OBA. I think the way to go is to suppress some positions with fire, pin the Nationalists frontally then attack both flanks, and the centre to gain the hill. Next up defend the hill vigorously.

SCW4 Conclusion

I think this is one of the best scenarios in the pack. Although it is a very simple scenario with clear victory conditions there is scope for both players to plan their attacks or defence. The large number of squads reduces the impact of bad or good luck. Expect this to be tense.

To be continued...

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The recall of unloaded Kangaroos is also historic; they were supposed to immediately return to the start line to pick up the next wave of infantry and were not in any way to stay and fight (that's what the tanks were for). Furthermore, since there was a shortage of Kangaroos, they had to be "packed to the gills" with infantry. The requirement to unload all Passengers at the same time prevents a 'sleaze' of leaving a SMC or HS in a Kangaroo so it can freely move around the battlefield after dropping off a squad.

I decided to use a bombardment



FESTUNG BLERICK

DESIGNER NOTES

Michael J. Licari

This is a historical scenario; all those fun toys were actually used in battle against the Germans in Blerick. When I read about this battle in "The Forgotten Battle: Overloon and the Maas Salient 1944-1945" by A. Kortahls Altes and N.K.C.A. in't Velt (what a name!) I absolutely HAD to make a scenario. Flail tanks, AVRE's, Crocs, 'roos, bridgelayers, all attacking in the same battle! Just couldn't pass it up (besides, why should the Germans get all the fun of peeling away defense lines, with the two recent Kursk Fkl bIV scenarios). The book is great, by the way, and published by Sharpedon in 1995 for US\$24.95 hardcover, ISBN 1885119038

People might question why I treated the roads the way I did. Two reasons: first, the roads in Holland, while muddy were far better for moving than the surrounding ground; second, the Brit tanks are so slow even without mud that they needed a boost. As written the SSR preserves the mud effects in road hexes except for movement and bog. So, you can move across a road hexside free of mud effects, but if shot at with HE, for example, you would still get the +1 Mud TEM.

I also allowed the use of smoke, since historically it was used in this battle. Blerick was heavily smoked, as was the town of Venlo on the other side of the river (where the Germans had artillery and observers).

instead of giving the Scots an OBA module for two reasons: first, the pre-attack bombardment was indeed huge and needed to be represented. Over 400 guns (both division AND corps artillery) fired missions; AA guns were used to explode shells in the air directly over German positions and rocket launchers were also used. Second, since the attack was to get infantry into the town as fast as possible, most artillery fire during the battle was directed to interdict German observer and artillery positions further to the East. Despite actually having decent artillery potential, the Germans do not receive OBA because of the statements just made, and because before the bombardment of Blerick, the German artillery positions across the river were plastered with HE and smoke which greatly reduced their effectiveness.

Two methods of crossing the A-T ditch (the fascine on the AVRE and the bridge-layer) may seem excessive for the small map-size. However, only one way to get across would give the Germans too much advantage; if the Scots can't get vehicles across the ditch, they won't win. The infantry will be too slow getting onto board 10, and without armour support they'll have a tough time clearing buildings. Besides, just getting up to and clearing the mines/breaching the ditch takes long enough.

The CVP cap was placed to reflect the low casualties taken, and to keep the British player from using the tanks recklessly (hopefully reflecting the good co-operation between infantry and armour in the battle).

The balance provision for the Germans may seem wimpy compared to the British provision, but adding another PSK is actually significant, since it allows the German to HIP two half-squads, each with PSK, as opposed to just one.

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Questionnaire Results

Nogel Ashcroft

Well, I have put together the results from the questionnaires that I have received. Firstly thanks to all those that replied I had twenty-five returned, I was quite surprised at some of the results, but I felt it was a reasonable

success. Certainly for planning scenarios or themes for the various get together the result highlighted strongly what content people wished for.

Now to analysis some of these results, should give lots of information for the tournament organisers out there.

We want scenarios using Russians/German or British, generally set in the early part of the war on the Eastern front and Normandy. Using Infantry or combined arms [Tanks and infantry]. The scenario length seems to be 6-7 turns long. So we are looking at Germans versus Russians June 1941 to December 1941 and Germans versus British in Normandy. Infantry or Infantry and Tanks scenarios of about 6-7 turns long.

Looking at the structure of the events, the criteria seems to fall into these categories: to play ASL as much as possible, meeting other players, have a pool of players to play against and to try out a campaign or big scenario, and Fog of war type scenarios. Ian will love this. Location was very important to people, so heroes seems an ideal setting as we have the north west covered the south, the midlands, all we need now is something in the southwest. Certainly for people local to these areas it might be worth seeing what local clubs, especially with younger members exist in these areas to try to encourage them to come to the events. At INTENSIVE FIRE 2001 Roger Cook and myself heard that there was a wargame event at the Tank Museum at Bovington, just down the road. So we decide to go and see if we could drum up some recruits, unfortunately we were only able to get there on the Sunday so we missed the main day. However, we did have some success, bumping into two people who had all the kit but had been put off coming to events due their perception that the tournaments were going to be very intense, with nothing else on offer. They wanted help to play the game and not be overawed by the pace of the event. We also had a chat with a very knowledgeable guy, who was a long time wargamer, book dealer and wargames dealer. He felt, from his experience in the market, that we had about ten years left in our world!!! He based this on the way computer games are going, the items that are being purchased from his stock, and the wargames that he sees being played by the youngster he sees at shows he attends. The dreaded *Warhammer*, he mentioned something that I have just witnessed recently in my hometown and in Bristol. Games Workshop open up a shop, set-up a wargames club for the youngsters, charge them a £1 to join. They are then encouraged to play at the shop, where they can play and paint their figures, plus get discount on the figures. Very good marketing going on here, Hearts and Minds. Which is why I think intro ASL by MMP is going to be so important. This chap foretold that the grognards would go on playing and like old soldiers fade away, unless we get these

Continued on page 19, column 2

- | | |
|---|----------------------------|
| 1] The average age worked out at 37 years, shows we really need to encourage a younger following, otherwise we are going the same way as the dinosaurs [further comments on this later] | |
| 2] An average of 22.4 years playing wargames | |
| 3] The average time playing ASL was 13.88 years; seven people go as far back as SL [28%], lower than I expected. | |
| 4] 96% of us play computer games | |
| 7] Well, the most favoured nationality was a tie: Russian, Germans and British | |
| 8] Surprisingly the US rated as the most disliked, followed in second place by the Italians, didn't expect that. | |
| 14] Only 88% play FtF | |
| 15] 20% play by mail | |
| 16] 20% play using VASL | |
| 17] ASLAP was the most used play aid. | |
| 24] What are your criteria for attending an event? | |
| A] Location | 84% |
| B] To play tournament | 24% very low |
| C] Just to play ASL as much as possible | 68% interestingly high |
| D] Time of year | 32% |
| E] Meet other players [social swap knowledge] | 60% sociable lot aren't we |
| F] Play FtF, due to lack of players where you live. | 32% |
| G] Will go to all tournaments regardless | 12% |
| 25] Would you like to see these at the events as well? | |
| A] Campaigns | 52% |
| B] A pool of players to play against for fun | 72% interesting result |
| C] Chances to play that big scenario. | 64% surprise this |
| D] Double blind, Fog of War style scenarios | 60% Ian more work for you |
| E] Multi-player games | 40% |
| F] Play test scenarios | 32% |
| 26] Do you like? | |
| A] Purely infantry scenarios | 88% |
| B] Purely tank scenarios | 40% |
| C] Infantry and tanks | 92% |
| D] Combined arm, Artillery, armour and infantry, Airpower. | 80% |
| E] Eastern front | 92% |
| F] Western desert | 60% |
| G] Normandy | 84% |
| H] Early war 1939-1941 | 92% |
| I] Finnish war | 76% |
| J] P.T.O | 64% |
| K] Mid war 1942 – 1943 | 80% |
| L] Late war 1944 –1945 | 80% |
| M] I'll play anything | 60% |
| N] Night | 64% |
| O] Paradraps | 64% |
| P] Beach landings | 60% |
| 27] 76% Have been to at least one Tournament | |
| 68% Have been to Intensive Fire | |
| 64% Have been to Berserk | |
| 8% Have been to Heroes | |
| 12% Have been to Mad Vet Con | |
| 20% Have been to an Other event i.e. abroad | |
| 20% Have NEVER been to any event. | |
| 28] 60% of us have designed their own scenarios | |
| 29] 60% Want these scenarios play tested at the events. | |
| 30] 60% have a regular FtF opponent. | |
| 31] 12% only play as a group | |



UNHORSED TODFORCE

DESIGNER'S NOTES

Ian Daghlish

This scenario came together out of a number of different strands I was looking at a few years ago. Among other units involved in Operation Epsom (26th June to 1st July), I was looking at the component parts of 11th Armoured Division. At the same time, I was accumulating information on the (British) Royal Artillery's antitank regiments and their specialised role. For some time I had been discussing with Neil Stevens the possibility of a set of *ASL* scenarios illustrating how reconnaissance units worked, and one of the puzzles here was how to design a workable two-player scenario in which *recce* units would genuinely try to seek out *and identify* enemy units.

From the point of view of the antitank units, their hasty conversion into infantry/SP battle groups seemed an interesting topic to explore in *ASL*. Lorry-borne infantry: good quality troops but in a new role so probably not 1st Line. M10 Achilles acting as support guns: hardly ideal for the job, but how typical of the British Army! And of course, how could a designer resist the inclusion of a vehicle claimed by British Chapter H not to have seen combat apart from a single operation. (I understand that British Vehicle Note 5. is going to be suitably updated along with several other updates to Chapter H Notes in *For King and Country*.)

From the point of view of the *recce* units, I dare say that SSR 1 will cause some scratching of heads. This was the thinking behind the rule. If the Germans keep their heads down, if they have the willpower to pass up an easy shot against the probing armoured cars, then they may succeed in retaining their Concealment/HIP to use against the later-arriving British main body. Conversely, the British armoured cars may try shooting at "suspected" enemies. If they expose any, then they get to remain onboard to fight them. But if they fail either to strip enemy concealment (in their only MPH or AFPh!) and fail to exit play, they pay a heavy price. You could probably remove this Game Turn 1 "sub plot" from the game without

upsetting the scenario balance too much, but my hope is that players will find it an interesting prelude. Besides, how many scenarios allow you to use Staghounds!

Still on the subject of SSRs, some purists (Philippe Leonard!) will be upset by my use of "reminders". This is not strictly *Kosher*, and an "official" scenario would not permit such a thing. But I like to do this occasionally when an inexperienced player missing a key rule might unbalance the play. While I enjoy a scenario presenting a tactical "puzzle", the fact is there are so many scenarios around that designers cannot rely on people playing several times in search of the right tactics.

Just a few comments on the German force. I tried to ensure that a "counter counting" Brit could not identify the German's OB selection (assuming a German savvy enough to use 5/8" Concealment counters to masquerade as vehicles). Unusually for me, this is not a situation for which I have the detail of every vehicle involved. The "unknown enemy" feature of the scenario gives me a little creative licence, albeit only using unit types likely to have been in the area. Some players will be unable to resist the inclusion of a "sexy" 88 in their Order of Battle. But they will pay a price. Others - like me - will be drawn to the unusual 234/4 (a fond relic of Airfix kit days, rare on the battlefield though greatly over-represented in tank museums!). And then there's the reliable halftrack with its 37L, still in wide use in 1945 and still effective (at close range, even Churchills feared it, though perhaps more in reality than in the game). Which leads to a final point: I have been unable to find out whether the vehicle-mounted 3.7cm ever used the *Stielgranate 41* HEAT round (German Ordnance Note B). It seems hard to imagine how it could be loaded, fitting over the muzzle of the gun barrel. But until advised otherwise, assume it is available for this scenario.

When Panthers Fly

Jim McLeod

"We approached at NOE [nape of earth], coming in from behind, popped up and had the whole convoy like we said at those times, on the table. I guess they never knew what hit them." 24. August 1944, somewhere in Italy.

Screaming Panther's by Rudolf Hirnlein, member of the 1234 SS Luftwaffen Panther Corps, also known as the "Black Devils":

Following a rather heated recent flame war on the InterNet *ASL* Mailing, the Pzkw V Panther can now fly.

1.0 Flying Panthers: All types and marks of the Pzkw V (Panther) may move aerially.

1.1 MOVEMENT: All normal AFV movement and combat rules apply except as follows. A Panther must declare that it is moving in Aerial Mode (AirM) at the start of it's MPH. A Panther may only declare AirM once per MPH and while in AirM may only revert to Land Mode (LM) during it's next MPH. The Road Movement rate is NA while in AirM. The COT of a vertical elevation gain of 1 Level is 5 MPs. A Panther moving to a lower level while in AirM expends ¼ MP per vertical elevation change in the downward direction. Panthers in AirM have a maximum vertical elevation ceiling of 800 levels. This ceiling may not be exceeded without On-board Oxygen which is available only by SSR. Platoon Movement is NA for Panthers in AirM [EXC: Panthers belonging to the Herman Goering Pz Div*]. The Inherent Crew of a Panther in AirM is eliminated if they are forced to Abandon their vehicle for whatever reason [EXC: Panther Crews of the Herman Goering Pz Div may, following a successful CS DR, exit their vehicle per E9. **], and an abandoned Panther immediately crashes.

1.2 CRASHING: A Panther in AirM which becomes Stunned/Shocked/Stopped/Expend a Stop MP/suffers an Immobilization result from a IFT attack/TK DR crashes at it's normal Movement rate using any remaining MPs it has to crash (eg. 15 MP = 60 levels of vertical descent, 8 MP = 32 levels of vertical descent etc) and lands in the Ground Level of the on-map hex, it occupied when it crashed; this hex is designated the Impact Location (IL). Any units in the IL are eliminated. A crashing Panther leaves no wreck and CS is NA. Place a shellhole in any non-building, non-water obstacle/stream IL. Place an Ice Hole counter in the IL if the

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IL is a Frozen water Obstacle. A crashing Panther will rubble any building in its IL.

1.3 FIRE ATTACKS: A Panther in AirM is vulnerable only to attacks per E7.5. A Panther in AirM must use it's Aerial AF against any applicable attacks from a lower level.

1.4 RIDERS: Any Riders (and their possessed SW's) riding on a Panther in AirM who are forced to Bailout for whatever reason are eliminated [EXC: Fallschirmjaeger Personnel***]. Fallschirmjaeger Riders may Paratroop Land per E9.

NOTES

* Being former pilots, Panther drivers in the HG Pz Div had great skill in formation flying.

** Crews of Panthers in the HG Pz Div kept their parachutes upon completing their training in Aerial movement.

*** The Fallschirmjaeger were no dummies. They watched the Panther crews train for Aerial Movement.

ERRATA

May Panthers in AirM enter building upper levels?

Yes. Make a Bog DR. An original 6 on the coloured die causes the Panther to fall into the building Level; make a subsequent dr to determine the number of building levels the Panther will Crash through. If the Panther reaches the Cellar Location of the building, it is eliminated per B23.41.

Is AirM allowed during overcast? If so what is the level height of Overcast, i mean when is my Panther due to the clouds completely out of LOS?

Yes, but a Straying DR must be made if not CE. Cloud ceiling and thickness is per the scenario EC. If no Cloud ceiling is indicated, make a DR using 4 dice. An original DR of 4 grounds all flights. A Cloud puff in an Aerial Level is Equivalent to that Level containing Smoke (EX: A Panther in AirM that is in the 2nd Level of Cloud is out of LOS to a unit on the ground).

Can a AirM moving Panther dogfight enemy planes?
Yes.

I heard rumors about the Panthers sometimes towed Halftracks (like Gliders) for Heavy Inf.transport, will they be available in the future?

Only Halftracks of the Herman Goering Pz. Div. received this training but HT's may be towed (using C10.1) and even released (unhooked) while in AirM mode as Gliders (E8).

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Ukraine or "The Ukraine"?

Andrew Gregorovich

The following is from "Forum" No. 90, Spring-Summer 1994.

The name Ukraine, which first appeared in the historical chronicles in 1187, has been common in the English language for almost 350 years. In the earliest years it appeared without the definite article "the" but in this century the definite article increasingly preceded the name Ukraine.

First of all we might note that the Ukrainian language has no articles so this is not a factor except indirectly. The reason for this is that many Ukrainian immigrant scholars, due to their imperfect knowledge of English, used the form "the Ukraine" in their books thus helping to perpetuate this usage.

Does English grammar require the definite article the before Ukraine? Ukraine is the name of an independent country. There are only two groups of countries which require the article in English: Those with plural names such as the United States or the Netherlands. The others have names with adjectival or compound forms which require the article, such as the United Kingdom, the Dominion of Canada, or the Ukrainian SSR.

English grammar does not require a definite article before the names of singular countries such as England, Canada, or Ukraine.

Geographical regions such as the Arctic, the Atlantic, the North, the West, and the prairies all require the definite article, but these are not countries. Since 1917 Ukraine has had very definite borders so it cannot be regarded as merely a region. Some people have mistakenly thought that Ukraine is a general word meaning "the borderland," "the steppes" or "the prairies," which would require the article. A few neanderthal writers in the past have even promoted "the Ukraine" to reflect the original meaning "the borderland" in order to diminish the international political stature of Ukraine. They betrayed their ignorance of Ukraine, or their bias against it, with this usage. See for example, the view of Robert O. Grover in the U.S. News & World Report (Dec. 9, 1991).

Is there any other reason to use the definite article in English with Ukraine? Usage has been suggested as a reason but this cannot be accepted today since the majority of books and newspapers do not use it.

For example, the authoritative five volume Encyclopedia of Ukraine edited by Danylo Struk and published by the University of Toronto Press does not use it. The article is not used by such prominent publications as The Ukrainian Quarterly (New York), Ukrainian Review (London, England), Forum Ukrainian Review (Scranton, Pa.), Ukrainian Voice (Winnipeg), Ukrainian Echo (Toronto),

Journal of Ukrainian Studies (Toronto), Ukrainian News (Edmonton) or News From Ukraine (Kiev). In fact, today there is no Ukrainian periodical in English which uses the article although Harvard Ukrainian Studies once forced it on scholarly contributors.

But what about the regular daily press in the USA, Canada and England? Even The New York Times (which once required it in its Style Guide) does not use it now. Neither do The Times (London), The Economist (London), Washington Post, TIME, Newsweek or Maclean's. News services such as Canadian Press, Reuters, CNN and Associated Press do not use the article. When the December 1991 referendum confirmed the independence of Ukraine the White House in Washington, D.C. officially announced that it would discontinue use of the definite article before the name Ukraine.

Even the computer age has ruled that "the" Ukraine is wrong in English. Gram-mat-ik, the very popular grammar and style checker for computers by Reference Software International of San Francisco, uses Ukraine without the article and labels "the Ukraine" as a mistake of grammar.

There appears to be virtually no grammatical or logical reason to use the definite article before the name Ukraine. But it is still encountered occasionally because of habit or because the writer is careless or ignorant about Ukraine. Sir Bernard Pares the eminent English historian of Russia suggested that "the Ukraine" came from French usage. We say la France, le Canada and l'Ukraine in French but not 'the France,' 'the Canada' or 'the Ukraine' in the English language. The definite article does not add anything to the meaning or clarity when used before the proper noun Ukraine.

Now, the exception to the rule. Yes, it is possible for "the Ukraine" to be correct in English but it is a very rare usage in apposition to contrast the past with the present. For example, one could correctly say, "The America of George Washington is not the America of Bill Clinton" as well as "The Ukraine of Shevchenko is not the Ukraine of Kravchuk."

We may conclude then, that the use of the definite article in English before the name Ukraine is awkward, incorrect and superfluous. Writers who care about good style in their English grammar and correctness of their language will always avoid the use of "the Ukraine" and use only the simpler and correct "Ukraine."

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THE NEWBIE TOP TEN

The Top Ten Things Newbies Should Try To Do Each Time They Play ASL

GregSchmittgens

I know that, when I was learning The Game, I concentrated so much on playing (and hopefully winning) the single scenario I was playing at the time, I often lost sight of what should have been my goal - learning the overall ASL system. Sort of a 'forest and the trees' thing.

With that in mind, and to try to stimulate a little gameplay discussion, I present the following advice.

10. Try to have all but one of your infantry leaders survive. Leaders are the key to ASL. The bottom line is this: without leaders, all broken units are basically useless. Oh, sure, you might get one back per turn (on Self-Rally), and broken units can deny some control, for a while. There are also the movement, CC and cowering benefits. But, basically, if you don't have any leaders around for rally, you're gonna lose. Setting the goal at one leader lost per scenario is artificial, but it will keep your focus.

9. Try to last through two-thirds of the scenario turns before the winner is mathematically certain. Accept the fact that you probably will not win. If you learn to set up well and not do any stupid things early, you should be able to hold on for a while in a well-balanced scenario. The thing you have to learn is how to avoid things like a gaping defensive hole or an overstuffed point of attack.

It's important to learn what makes a scenario mathematically uncertain to win. There is a big difference between unlikely, and impossible. Stay in the game every turn, do all you can to achieve or deny the VC's. You never know when the dice will start or stop falling in your favor.

8. Try to use at least one special weapon per scenario. By "special weapon", I mean other than the basic use of inherent firepower, MA and MGs. Place smoke, fire a Panzerfaust, sustain fire an MG, intensive fire a Gun. (Don't worry, Roy. I won't even mention C8.9 - oops, I did mention it) Usually, doing these things won't be decisive in the eventual outcome of a scenario, especially the type of scenarios most newbies cut their teeth on (Gavin Take, anyone?). But, one day, it will be. If you've used these options before, you'll understand the risks and benefits.

7. Try to advance into close combat at

least once per scenario. Granted, this may not be consistent with the overall goal of the scenario (i.e. victory conditions). But I think your game will improve when you learn how to safely get close to an enemy unit, and when you learn that being ADJACENT is good for more than just point blank fire.

6. Try to leave residual firepower at least once per scenario. Residual FP is central to the way one should defend, so plan your First Fire around how you're going to leave Residual FP. Sometimes, a little residual firepower is just enough to throw off an attacker's plan and timetable. You need to learn how effective residual FP can be. Then you can make an intelligent choice between a MPh shot leaving a little residual FP or a point blank shot during the DFPh.

5. Try to take a shot along a questionable LOS (one that has to be checked) at least once per scenario. Every shot in every game won't be a clear one across a street or against an ADJACENT unit. I think you should train your eye to see LOS in unusual places. The only way to do this is to try one that looks close and check it.

4. Try to destroy one vehicle per scenario (when present). Like number 7 above, this goal may not be consistent with the scenario victory conditions. But you need to learn how to use the tools at your disposal to deal with the steel beasts. You won't chew up tanks like Prochorovka, but each one killed will be another lesson learned.

3. Try to double time a unit at least once per scenario. It's easy to fall into the trap that Infantry has 4 MPs, 6 MPs with a leader. Period. Becoming CX is a mixed blessing and curse. You need to learn to appreciate both.

2. Try to assault move a unit at least once per scenario. Similar to number 3 above. Sometimes, the pace of a scenario doesn't require a headlong sprint. You should learn to appreciate the relative safety of an assault move, when the scenario allows.

AND THE NUMBER ONE THING NEWBIES SHOULD TRY TO DO EACH TIME THEY PLAY ADVANCED SQUAD LEADER:

1. Try to alternate each game between

attacking and defending. I understand why many players urge the newbies to play the defensive side in a scenario. It's easier to be a defender; there are fewer variables to consider, and it is (usually) up to the attacker to set the tempo. But I think the best way for you to learn how to set up a good defense is to try to attack somebody else's good defense.

Hint for the Attacker - Divide (the distance you set up from the ultimate objective(s)) by (the number of turns in the scenario) to get (the average number of hexes you must move each turn to win).

Hint for the Defender - embrace skulking.

Hint - remember using Smoke as the attacker, less-mandatory-but-still-useful to use it as the defender.

Hint - explore what halvesquads can do for you. Do some Deploying and use those HS's as scouts or for a thousand other things. Feel yourself balance on the keen edge of the timeless ASL decision: "Have I deployed enough? Too much?"

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INCOMING

Continued from page 3

three scenarios from Ralph McDonald, two wrapping up the Sgt Rudi Brasche scenario series, the third a stroll up '88 Alley' in Normandy in 1944. There will also be another analysis from Jim Torkelson, this time on the 'Mighty Maus' scenario from *DFTB9*, the latest news and tactical tips for both veterans and novices.

Four issue subscriptions are available for \$13.00 (\$15.00 outside the USA). Issue one is available free with a subscription or an SAE, while other back issues are \$3.50 (\$4.00 outside the USA). Payments should be payable to Vic Provost and sent to *Dispatches from the Bunker*, 209 Granby Road, Apt: 18, Chicopee, MA 01013. Tel (413)594-4301 (evenings) or email aslunker@aol.com.

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VIEW FROM

A View From The Gun Pit

Paul Case

Writing scenario reviews is very hard to get right, as you will always get some 'big-shot' try to play, and beat, you at the scenario. Here's how to beat him: pick a scenario you really want to play, and do a review for *VFTT*, at the next BERSERK! or IF along comes 'big-shot', you have a game (not using your expert advice from the review), and look at his/her face as you play differently! Or, if he/she/it has got wise to that little trick, play using some or all of your advice (keeps them guessing!).

This may not be a proper review in your eyes, it weren't meant to be, but it does give a few hints on general play. If anyone is expecting a piece like what Nixon, or any-one else, writes, then I am glad you will be disappointed. I couldn't write one of those if I tried!

The main reason for me doing this article is to show you lot that you don't have to be a genius (or understand the rule-book) to write an article for *VFTT* (I have trouble reading the rule-book, let alone understanding it!). The thing is this, people may not like your article, but you have at least contributed to our hobby, and no-one worth knowing is going to slag you off for it!!

So, to continue...

'J59 Friday the 13th', from *ASL Journal 3*, which I hope you lot have! Stalin has sent some of his loyal communists to occupy an East Prussian village in Oct 1944, and the lads from Hermann Goering's finest don't like it. Therefore, we have a nice little scrap.

The basics:

Only one board is used(17), and then not all of it.

VC is rather easy to understand (HG's lads must control 7 Bdgs (Buildings)).

Approx. a company each + so support.

Short, only 6 turns (and action on turn one, no defender falling asleep!).

Simple SSRs (and one of my favourite sleaze-busters: AFV crews did not leave their vehicles to control buildings, that's what grunts are there for!).

Russian Defence

1; The AT gun must be set-up to get a shot at the JgPzIV's side armour.

2; No stack, including concealment, must be more than 3 counters high.

3; Do not forget to BS both the AT gun and .50cal.

4; Do not stick the .50cal in P4h1, it will get a lot of attention from the Fascists (and it's CA is fixed). I prefer a concealment-stripping HS up there.

5; Do not expect the wire to stop the Fascists, but only delay them. So cover it with fire from at least 2 squads in separate hexes.

6; Place 2 high counter stacks next to 3 high stacks (a bit of Fog of War there).

7; Do not shoot at the first target (unless it's a juicy one!).

AT gun placement; W2 (CA:U2) Boresight:T1.

P8 (CA:O7) or O9 (CA:N7) BS:N5 or N6.

S8 (CA:R6) BS:Q6 or Q7 (underbelly shot!).

.50cal placement; O2 BS: L5 area.

P8 BS:L5 area.

R5 BS:N5 area.

S4 BS:P5

Think about Fire Lanes (FL) as well. The .50cal in O2 does a FL to K7, kind of hampers enemy movement a bit.

At the end of play, you should hopefully still hold either Bdgs U5 and/or S6 for a win.

German Attack

1; Always enter a HS first, not your AFVs (seems obvious!).

2; Do not run stacks in the open, unless you know you can't be attacked.

3; Think in Platoons, and not individual squads. At least one Leader per Platoon. And how about Platoon Movement!

4; Always provide your AFVs with Infantry protection.

5; Use smoke where-ever you need cover.

6; Conceal your guys before they enter (if he wishes to see what you got, he has to show you something thats real!).

7; And finally, if this was for real, how would you do it?

That last one is something for you armchair Generals to think about.

Split your forces into 3 groups (Platoons!) roughly as follows:-

'A' (or North) Plat. - 9-1, 1x238, 3x548, 2xLMG

'B' (or Middle) Plat. -8-1, 1x238, 3x548, 3xJgPzIV

'C' (or South) Plat. - 7-0, 3x548, 2xLMG, Psk

'A' Plat- Move spread out, but adj, and clear P2. If the AT gun has not been

found, then clear the woods around W2. If it has been found, then attack the bdgs from the North, clearing S4 and U5.

'B' Plat- Enter 238 and move along the road, hoping to trip any traps. Then, enter a JgPz and 548, using Armd. Ass. along the road, staying behind the 238. Next, enter the other JgPzs/548 Armd. Ass. One team going to the K7/L7 area, and the other to the K4/K5 area. Smoke O8/O7 if possible, and then attack towards the wall, with a view to future HD positions. Clear bdg P4, then proceed to take the rest.

'C' Plat- Move a 548 to K10, advancing to L9. Move the rest as a stack (only if it is safe!) to L10, advancing to M10. Clear the woods, and then attack the village from the south.

Some little pointers for you to think about

JgPzIV:- S7, HE7, sN7, 12FP gun (ROF 1).

Good news:- The crew is immune to small-arms fire.

Bad news :- In this scenario, only 1/2 your shots are any good!

Remember your smk exp of 2. That's smoke 1/3 of the time.

Assault Fire:- Don't forget you can move your Infantry and then still fire with 4FP in the AFPh.

Last, but not least, how about PF? Ever thought about using them against Infantry in those buildings? Your non-CX squad will get one about 1/3 of the time, and with a 16IFT attack, thats a NMC on a effects DR of 10! Just think of it, a PTC on an 11, a MC on a 5-10, a K/3 on a 4, and a KIA on a 2 or 3! In other words, barring a 12 (which is a dud), you score something nasty on him every time. Cooool.

Well, I hope you have been inspired to send in an article or two, and maybe, you might of even learnt something. It took me about 6-7 hours from start to finish with this article, so even you married types can do a simple piece. Go on, even if you don't get it right, we can all have a laugh! And that's what this game is really all about.

So, until later fellow idiots, continue rolling high!

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ON THE CONVENTION TRAIL

There are more and more *ASL* tournaments cropping up all over the world. In fact, it is possible to be involved in an *ASL* tournament at least once a month, often more, if you were so inclined (and had the financial means to live such a life - I wish!).

If you plan on holding an *ASL* tournament, please let me know and I'll include the details here, space permitting.

If you contact anyone regarding these tournaments, please tell them that I sent you!

MARCH

BERSERK 2002

When: 14 - 17 March.

Where: Hotel Skye, South Promenade, Blackpool, England. Room rates are £20.00 for a shared room or £26.50 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

Fee: £6.00.

Format: Five round tournament beginning Friday afternoon (arrangements will be made for those unable to arrive until Friday night), with three or six scenarios to choose from in each round. CG and friendly games can also be found throughout the weekend. There will also be a special three round tournament for new players.

Contact: Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL, or email Trev Edwards at trev.hulldown@freeuk.com.

SEPTEMBER

CANADIAN ASL OPEN

When: 20 - 22 September.

Where: Winnipeg, MB, Canada.

Fee: To be confirmed.

Format: To be announced.

Contact: Jim McLeod, Box 31, Group 8, RR 2, Dugald, MB, R0E 0K0. Telephone 204 444 2583 or email jimmcleod@mb.sympatico.ca.

OCTOBER

OKTOBERFEST ASLOK 2002

When: 2 - 7 October.

Where: Radisson Inn, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-243-4040. Room Rates for ASLOK 2000 were \$85.00 for 1-4 occupants and are likely to be similar this year.

Fee: Likely to be similar to last year, about \$20.00 or \$25.00.

Format: Same as always. Weekend tournament plus numerous mini-tournaments.

Contact: Mark Nixon, 443 Richmond Park West, #201D, Richmond Heights, OH 44143, or by telephone on (440) 473 1680. You can also email Rick Troha at asl@nwsup.com, or visit the ASLOK home page at <http://www.nwsup.com/aslok/>.

INTENSIVE FIRE 2002

When: 25 - 27 October.

Where: The Kiwi Hotel, West Hill Road, Bourmemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation.

Fee: £6.00. Players pre-registering will receive a tournament program in September.

Format: Three round Fire Team tournament (two rounds on Saturday, one on Sunday). There will also be some single day mini-tournaments on the Friday. Open gaming is available for those who

"THIS IS THE CALL TO ARMS!"

Continued from page 18

Mark Chapman, Flat 7, 265 Gorgie Road, Edinburgh, EH11 1TX (13/02/02)
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07/12/98)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (16/06/01)
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA (01/01/96)
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW (20/04/99)
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (17/08/00)
Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21/05/01)
Andrew Cowie, Elizlea, High Street, Errol, PH2 7KJ ()
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01/05/98)

WALES

Keve Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25/02/99)
C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL ()

If there are any mistakes, please let me know so I can correct them for the next edition.

do not wish to take part in the tournament.

Notes: Prizes are awarded to winning players and the Convention Champion, who is the player judged to have had the most successful tournament with all games played over the weekend being taken into consideration.

Contact: For more details or to register contact Pete Phillipps, 49 Lombardy Rise, Leicester, LE5 0FQ. Phone (0116) 212 6747 (evenings only) or email if2002@vftt.co.uk.

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QUESTIONNAIRE RESULTS

Continued from page 13

youngster interested. Just look at the average age of us - 37!!!, the lowest wargaming experience was ten years. I've discovered a thriving wargames club in Bristol and I will be infiltrating this to wean these people off *Warhammer* and into *ASL*. So we need new meat, guys get out and search out those clubs and spread the faith.

I have been asked by several people to run simple scenarios at the events and help out with their play. Also one very interesting point made to me was that as we all know each other well, it is very daunting for a new player to come to the event. Someone made the comment, could we not have a welcoming committee, like Neil had at the first two IF. So to those of you who haven't been to an event, and would like someone to act as a type of guide, let me know what event and when you are attending and I will more than gladly offer any help. Especially if you are looking for those easy going companionable learning games. Do contact me, I'm on the crusader web site with my details for newbies, and I can set up a pool of gamers.

I was surprised in the results that the basic system was put down quite a lot as being the hardest part of *ASL*, set-up features very highly as well. So there seems to be a need for someone to hold kind of teach-ins at the events. Again if this is required let me know.

Lastly campaigns. *PB* and *RB* were the top favourites.

Once again thanks to all of you who replied and hope that my ramblings about the way forward is of interest, and may enable us to spread the word and encourage younger players. Also those of you that would like to attend events I hope you can now feel that they can come along and get some playing experience under their belts in a friendly environment.

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THE TRENCHES



HEROES 2002

"TOMMY ATKINS AND CHUMS"

(at **MANORCON XX** — Friday 19th July – Sunday 21st July 2002)
Chamberlain Hall, University of Birmingham

Yes, it's that time of year again.

Just gotten over Intensive Fire; Christmas has been and gone; Berserk! isn't too far away, it's time to plan your Summer Holidays! I invite you all to the Midlands, come to Brum! With more miles of canals than Venice, this is the place to be.....if you want to play Advanced Squad Leader.



The theme for HEROS 2002, as the title suggests is the typical British soldier, Thomas Atkins. A selection of scenarios featuring Britons at war, including valuable contributions from the Colonial Relations. Early War ; Late War; Desert War; Jungle War; Tanks only; even some nasty Night time encounters, it's all available for those of you brave enough to attend!
So dust off those beige counters and come to Birmingham next Summer!

Any questions? For further information contact:

Steve Grainger
23 Winterton Road
Kingstanding
Birmingham
B44 0UU
sag@lineone.net

(Visit www.diplom.org/manorcon for more details of Manorcon itself)